APPENDIX: DOWNTIME IN LUYARNHA

Time spent away from actively adventuring is seldom restful in Luyarnha. The mist-shrouded city holds dangers not only in its alleys and undercrofts but also in its social webs and faction feuds. Characters seeking reprieve or advancement between their exploits must navigate a world of shifting allegiances, peculiar customs, and Scourge-filled streets. Here, downtime offers more than mere respite—it becomes a time for characters to make vital choices that shape their standing among factions, uncover long-buried secrets, or secure temporary havens from the shifting phases of the cursed moons.

RIVALS IN LUYARNHA

In a city as intricate as Luyarnha, characters can rarely act without drawing notice. Their actions, ambitions, and alliances inevitably attract the attention of those with competing interests or unsettled pasts. Rivals in Luyarnha are not grand villains or monstrous foes but rather individuals whose lives and goals intersect with the characters in ways that create friction and conflict. A rival may be driven by loyalty to a faction, personal grievances, or ideological opposition, and their methods range from subtle manipulation to open interference.

Rivals can add depth to downtime activities that might otherwise be simple tasks, giving characters a chance to engage in meaningful social interactions beyond those presented in the adventure text. By introducing rivals, you can expand on Luyarnha's society, highlighting how the city's residents are affected by and respond to the actions of the characters. This section offers guidance on crafting rivals who challenge characters in varied and often unexpected ways, creating an ongoing tension that remains with them as they walk the shadowed streets of Luyarnha.

Creating a Rival

A rival is a distinct type of NPC characterized by a personal vendetta or ideological opposition to one or more characters. To create a compelling rival, you can adapt an existing NPC from the campaign or design one specifically for this role using the methods outlined in the 5e rules, Steinhardt's GM Cheatbook (Villain section), or use one of the NPCs in the Example Rivals table below. Whether newly introduced or drawn from the existing adventure text, each rival should have a unique connection to the character they target.

Characters might have multiple rivals in Luyarnha, each with their own agenda. At least one rival should be directly hostile, while others could create conflict through political, social, or even philosophical disagreements rather than open aggression. While a rival may only appear during downtime activities, their actions continue even when the characters are focused on other tasks. The best rivals emerge from past interactions or decisions the characters made, either through events in Luyarnha or from their own backgrounds.

To fully develop a rival for your campaign, focus on the goals, assets, and plans that make them a persistent thorn in the character's sides. Some of these actions might overlap with downtime activities described elsewhere in this guide but are tailored to the rival's motivations and resources.

Goals. An effective rival has a clear purpose for targeting the character and a reason to act in ways that interfere with their plans. Think about what the rival wants to achieve, how the character stands in their way, and whether there's a path for the conflict to be resolved—or if it will only end in ruin. Good rival motivations are personal to the character, involving people or matters that they care about.

Assets. A rival's resources should reflect their status within Luyarnha, often including wealth, influence, and local connections. Consider how the rival can marshal their assets against the character's actions. Some rivals might hold sway over local organizations or have access to shadowy information networks, while others might rely on family wealth or hired enforcers to achieve their aims. Make a list of the rival's assets, and think creatively about how they could be used to disrupt the character's progress.

Plans. The true threat of a rival lies in their actions—the ways they actively or subtly work against the character's interests. Each time a downtime activity is resolved, consider what moves the rival could make to advance their plans and how this might affect the characters or the city itself.

A rival's plans might include direct attacks, such as hiring thugs to waylay the character or using political influence to turn the city's factions against them. However, other rivals may work in more subtle ways, such as sowing rumors, spreading misinformation, or even staging events that sway public opinion against the character. Pick two or three specific **actions** a rival might use to further their goals while undermining a character. Then, incorporate **events** that are outside the control of both the party and the rival but that the rival is able to leverage to their advantage.

Example Rivals

D20	Rival
1	An overzealous Radiant Church auditor is convinced the character is hiding "heretical" items or forbidden knowledge and frequently stops them for invasive inspections, determined to uncover proof of wrongdoing.
2	An exiled aristocrat cast out from high society harbors deep resentment toward the character for perceived slights. They incite public confrontations and spread malicious rumors in a quest for revenge.
3	A street gang leader sees the character as a threat to their control over a specific district. They deploy their followers to shadow, sabotage, and interfere with the character's movements.
4	A Forsaken fence who once offered the character a risky job holds a grudge after being rebuffed. Now, they rally other underworld figures against the character, framing them as untrustworthy or a liability.
5	A seemingly loyal servant, such as a butler, maid, or assistant within the character's circle, covertly works for a rival faction, reporting on the character's plans and leaking information to their enemies.
6	An acolyte from a heretical sect believes the character is destined to join their group and attempts to "convert" them using coercion and manipulation.
7	An ambitious noble's heir views the character as a rival for influence within the Radiant Church and is determined to outshine them, spreading rumors or sowing distrust to gain an edge in the Church's hierarchy.
8	An avenging family friend seeks retribution against the character for their role in the downfall of a defeated foe or rival, stopping at nothing to challenge their success and harm their reputation.
9	A corrupt Church official uses the character as a scapegoat to divert attention from their own failings, subtly encouraging Church scrutiny on the character to shield themselves from investigation.
10	A Scion scientist believes the character's actions have undermined their trade and seeks to sabotage any mechanical or alchemical resources the character obtains, convinced they're a direct threat to their livelihood.
11	A displaced noble who lost their wealth and influence due to recent events blames the character for their misfortune and seeks to tarnish their reputation, spreading discord among Luyarnha's elite.
12	A Black Market gossip, eager for attention, spins scandalous tales about the character, combining truth and fiction to create lurid rumors that spread quickly among the lower echelons of the city.
13	A city scribe with secrets harbors a grudge after the character's actions diminished their influence. They quietly forge reports or spread rumors to damage the character's standing within city politics.
14	A manikin agent of Malach and survivor of the *The Gilded Duchess*, bitter from their experience in Chapter 1: The Cursed Convoy, monitors and sabotages the party while reporting to the Angel of Flesh.
15	A spurned ex-partner from the character's past, now aligned with one of their enemies, feels slighted and seeks to publicly embarrass or undermine the character out of a mix of envy and resentment.
16	A disgraced Jaeger, shamed due to the character's actions, is obsessed with proving their worth by disrupting the character's standing with the Radiant Church and tarnishing their accomplishments.
17	An esoteric librarian and Scion archivist feels personally affronted by the character's pursuit of illicit information, sabotaging their access to rare documents and undermining their research efforts.
18	A Forsaken informant, deeply invested in underworld operations, believes the character's actions are attracting unwelcome Radiant Church attention to their dealings and is committed to making the character's life difficult.
19	An agent of Lord Northreach, tasked with misdirecting the characters and sabotaging their reputation, becomes a bitter enemy seeking revenge after Chapter 4: Feast of the Blood Beast.
20	A blackmailing councilor involved in corruption grows anxious that the character's investigations might expose them, and they go to great lengths to divert the character's attention elsewhere.

Example Rival: Lucien Valemare

The Valemare family were once members of Luyarnha's minor nobility, belonging to the powerful Scions. However, a scandal led to their disgrace, and they were expelled from high society. Stripped of wealth and standing, the family was forced into poverty, reduced to surviving on scraps in the city's underbelly. Disease soon claimed most of the family, leaving only young Lucien alive. Desperate, he turned to the streets, honing his skills as a thief and pickpocket until he earned a reputation and eventually worked his way up to a position as an enforcer in Luyarnha's Black Market.

Now a grown man, Lucien is intent on gaining power in the only world he knows. Through force, intimidation, and his own cunning, he believes he can reclaim his family's honor—not in high society but in controlling the city's underworld. Lucien considers anyone who disrupts the Market's stability, especially meddling adventurers, a threat to his plans.

Goals. Lucien seeks to rise to prominence within the Black Market, ultimately hoping to control its dealings, including the flow of prohibited goods, taboo artifacts, and information that Luyarnha's elite would pay handsomely to conceal.

Assets. Lucien has a small but fiercely loyal group of enforcers, deep knowledge of the city's criminal networks, a keen understanding of Luyarnha's power players, and contacts within the city's underground that supply him with contraband and secrets.

Plans. Lucien works methodically to expand his influence in the Black Market. He places operatives in key areas to keep tabs on competitors, uses extortion and intimidation to gather leverage on local merchants, and quietly orchestrates disturbances to keep city officials' attention diverted from Market dealings. If the characters interfere with the Black Market—whether by disrupting a transaction or drawing attention to its dealings—Lucien sees this as a personal affront. He begins targeting their allies or spreading rumors that paint them as unreliable in the Market's circles. Should he fail to keep his operations under control, Lucien is prepared to resort to violence and use the Market's underground connections to strike back at his detractors.

Lucien's Plans

Element	Description
Event	Underworld enforcers begin extorting local vendors, stirring discontent among the city's merchants and ensuring that those who refuse protection see their goods "misplaced."
Action	Rumors circulate in the Black Market that Lucien holds valuable information on certain Scion families, increasing his influence among power-seeking patrons.
Action	Lucien plants false evidence implicating the characters in a recent Black Market raid, hoping to diminish their reputation and force them out of his way.
Event	News spreads of a major transaction involving rare contraband. Lucien ensures the deal goes smoothly, positioning himself as a reliable force in the Market's hierarchy.
Action	If the characters interfere again, Lucien orchestrates a direct attack, sending his enforcers to shadow and threaten the party, aiming to make them reconsider meddling in the Market.

Example Rival: Elias Krieg

Elias Krieg was once a respected Jaeger, a hunter empowered by the Radiant Church's ritualistic infusions and bound to a lifetime of battling the Scourge. For years, Elias served as a relentless warden, patrolling Luyarnha's streets during the city's most dangerous nights. However, during a recent hunt under a particularly ominous Eldritch Moon, Elias was grievously wounded and forced into retreat. His injuries, both physical and mental, never fully healed, leaving him half-mad and haunted by visions of darkness that bleed into his waking hours.

Now, Elias has become an unpredictable presence on Luyarnha's streets, barely trusted with freedom by his fellow Jaeger. In his fractured mind, the line between those who fight the Scourge and those who spread it has blurred. He views the characters with suspicion, believing that their actions or very presence are somehow tied to the spread of the Scourge within the city. Driven by paranoia, Elias stalks them from the shadows, his sanity slipping further each night. He's convinced that if they aren't spreading the Scourge themselves, they're unwitting pawns of a darker force.

Goals. Elias seeks to expose or eliminate any individuals he believes are spreading the Scourge within Luyarnha. He intends to prove to the Radiant Church that the city's most insidious threat is not the Scourge alone but those who harbor it.

Assets. Elias possesses extensive knowledge of the city's hidden pathways and safehouses, a set of powerful but volatile mutations that enhance his strength and agility, and a cache of weapons and tools from his days as a Jaeger, including vials of tainted blood that can temporarily grant him bursts of inhuman resilience. Although he no longer serves with the full blessing of the Radiant Church, he retains a few sympathetic contacts within its ranks who occasionally feed him information.

Plans. Elias is a methodical but erratic adversary, alternating between cautious observation and bouts of intense aggression. He uses his knowledge of Jaeger techniques to shadow the characters, leaving traces of the Scourge he kills in their wake to make them appear suspect to others. As his suspicion grows, he escalates his actions from subtle interference to direct confrontations, often cornering the characters in alleyways or haunting their steps when they least expect it. Should his plans come under threat, Elias is prepared to invoke a ritual of self-augmentation, sacrificing his last vestiges of humanity to gain monstrous strength for a final confrontation. Characters may attempt to reason with him, but Elias's fear and distrust are deeply rooted, making him as much a tragic figure as he is a dangerous rival.

Elias's Plans

Element	Description
Event	Elias marks buildings in the characters' path with scratchings linked to the Scourge attacks, spreading rumors that they are drawing the darkness to these locations.
Action	He stalks the characters through the city's alleyways, leaving signs of Scourge-tainted blood in their lodgings or on their clothing while they're unaware.
Action	Elias gathers a small group of suspicious citizens, whispering that the characters are "cursed" and should be avoided or watched.
Event	During a Blood Moon, Elias stirs fear in a local district, claiming that a surge in Scourge activity coincided with the characters' presence. The district's residents grow fearful and hostile.
Action	If the characters attempt to confront or dismiss him, Elias launches a desperate ambush, using his Jaeger tools and vials to enhance himself, turning the encounter into a brutal, frenzied assault.

DOWNTIME ACTIVITIES

The city of Luyarnha is steeped in hardship, where life under the shadow of the Scourge and Eldritch Moons offers challenges beyond physical horrors. Between hunts, characters can rest, strengthen themselves, or uncover the city's mysteries, though danger and political tension are constant. Luyarnha's unique blend of decaying grandeur and monstrous threats shapes its downtime activities, from working under the Radiant Church's scrutiny to bartering in the Black Market or aiding Scourge victims. Each pursuit demands time, gold, and risk, often leading to unforeseen complications or stronger alliances.

Planning Activities

To best manage these activities, consider organizing downtime in between sessions of gameplay. Characters can declare their pursuits at the end of a session, and you can resolve outcomes through independent sessions or correspondence with each player, giving them a sense of the city's pulse as their actions unfold in parallel to the main story. Alternatively, the resolutions can be determined at the beginning of the next session.

Faction Points (FP)

Faction Points (FP) represent the characters' standing and influence within Luyarnha's major factions: the Radiant Church, the Forsaken, and the Scions. As characters interact with these factions, their actions can earn or cost them FP, reflecting their growing trust, alignment, or conflict with each group.

Earning and Losing Points. Characters earn FP by performing activities that align with a faction's goals, assisting faction members, or completing missions on their behalf. Characters can lose FP by acting against a faction's interests, failing faction-aligned activities, or openly aiding opposing factions.

Tracking Faction Points. Faction Points are tracked separately for each faction using the Heresy of Steel Faction Points Tracker (see page XX) and reflect the characters' cumulative standing. A positive FP total represents trust and favor, unlocking access to faction-specific rewards and assistance. A negative FP total signals hostility or mistrust, which may result in penalties or active opposition from that faction.

AVAILABLE DOWNTIME ACTIVITIES

As the GM, you determine which activities are available based on the character's location, faction standing, and current story events.

The available activities may vary depending on where the characters find themselves. For example, certain activities, such as dealing with forbidden knowledge or shadowed dealings, might be restricted to the Black Market, accessible only after completing specific story chapters. In Luyarnha, what may be considered mundane in other cities often comes with an esoteric twist or darker consequence, as even the most common tasks intertwine with the city's ominous forces. When characters undertake these activities, they should expect that even the smallest actions could ripple across Luyarnha's social and political fabric, attracting both allies and antagonists as they gain influence or scour for hidden lore.

Each of the examples below includes the following sections:

Resources. Each downtime activity includes a resources section that outlines the time, gold, or other commitments characters must dedicate to participate. As the GM, you'll need to ensure these costs are clear and appropriate for the activity's scope. Activities typically span a workweek of 5 days, with resource requirements reflecting the difficulty or exclusivity of what the characters are attempting.

Resolution. The resolution section guides you in determining the outcome of the activity. It specifies the ability checks required for that activity (referred to as activity checks), their DCs, and any associated results, including rewards or consequences. You can use provided tables or adapt the outcomes to suit your campaign, tailoring them to reflect the character's success or failure. Adjust the difficulty as necessary to align with the characters' goals or any narrative stakes.

Complications. The complications section introduces challenges or setbacks that can occur during the activity. Use this to add depth and unpredictability to downtime, selecting or rolling for complications from the provided table. These can range from minor inconveniences to more serious consequences, such as strained relationships or mechanical penalties. Complications involving rivals are marked with an asterisk, offering opportunities to develop ongoing conflicts or plotlines.

Faction Points. Faction Points indicate how your actions affect your standing with different factions. Each activity can result in three possible outcomes: *success, major success* (for activities requiring multiple checks), or *failure*. The impact is detailed in each activity's 'Faction Points' sidebar, showing exactly how each outcome will change your standing with the relevant factions.

Attend Radiant Church Ceremony

The Radiant Church offers protection against the Scourge for those who participate in its sacred rites and ceremonies. This downtime activity involves daily prayers, blessings, and rituals that are believed to shield congregants from the darkness that encroaches upon the city.

Resources. Participating in these rites requires a donation of 5 gp per day spent within the Grand Cathedral District, reflecting offerings, special vestments, and ritual supplies. The character must commit at least 8 hours each day to prayer, meditation, and ceremonial duties to gain the benefits.

Resolution. After five days of service, the character makes a DC 13 Wisdom (Religion) check, with the following results:

- **Success:** The character gains a charm. While wearing it, the character can activate the charm as an action to gain a random effect from the Radiant Blessing table that lasts for 8 hours. The charm crumbles to dust if removed after being activated or the duration ends.
- **Failure:** Roll on the Radiant Church Ceremony Complications table to determine the situation the character faces from their mistake.

Radiant Blessing Table

D4	Blessing of the Radiant Church
1	You have advantage on saving throws against disease and resistance to necrotic damage.
2	You have a +1 bonus to AC.
3	You sense any Scourge-tainted creature within 30 feet of you, as per the effects of a *detect evil and good* spell.
4	Your melee weapon attacks deal an extra 1d4 radiant damage on a hit

Complications. Spending time in the Radiant Church's rites presents multiple opportunities and chances of mishap or social misstep. This can result in a minor chastisement or a serious reprimand.

Radiant Church Ceremony Complications

D6	Complication
1	You accidentally spill ceremonial oil, resulting in an extra 1 gp charge to replace it.
2	You forget a prayer verse, earning an irritated look from a priest. Your next Religion check with the Church has disadvantage.*
3	While in meditation, you sneeze during a solemn moment, drawing a few glares.*
4	You misplace a borrowed prayer book and must spend an additional 1 gp to replace it.
5	You accidentally address an official by the wrong title, making future interactions awkward.*
6	You miss the final prayer bell, requiring you to stay an extra hour the next day to "redeem" the time.

*Might involve a rival

Faction Points:

- **Success:** +3 Radiant Church FP, -1 Forsaken FP
- **Failure:** +1 Radiant Church FP, -2 Forsaken FP

(visible failure makes rebels mock the Church more)

Carouse in Black Market Dens

Luyarnha's Black Market is a hidden labyrinth of forbidden indulgences, where opulent dens offer a dizzying array of substances, mind-altering elixirs, and strange alchemical concoctions. In these dark corners of the city, secrets are traded alongside illicit pleasures, and characters can mingle with criminals, informants, and other curious patrons of the city's underworld. For those willing to risk the side effects and associations, carousing in these dens can yield valuable information, temporary alliances, and insight into the city's hidden workings.

Resources. Carousing in the Black Market dens requires 10 gp per day, spent on entry fees, drinks, drugs, and occasional bribes to keep unsavory company at bay. The character spends five days indulging, during which they engage with various patrons and take part in the dens' strange offerings.

Resolution. At the end of five days, the character makes a Charisma (Persuasion) check to determine how well they navigated the social intricacies of the dens and what connections they forged. The DC for this check depends on the level of influence they're seeking:

- **Lower Class**: DC 10 (thugs, informants, and minor criminals)
- **Middle Class**: DC 15 (smugglers, Black Market dealers, and minor faction contacts)
- **Upper Class**: DC 20 (Forsaken representatives, high-ranking criminal figures, and elite patrons)

On a success, roll on the Black Market Contacts table to determine the type of contact the character makes within the Black Market from the specified level. These contacts can vary in loyalty and influence, offering the character potential allies—or future complications. Contacts are generally willing to provide small favors or information but may request something in return. On a failure, roll on the Carousing Complications table as the character failed to impress or drew unwanted attention.

Black Market Contacts

D6	CONTACT
1	A resourceful street informant who picks up rumors and secrets from passersby is willing to share minor information for a small price.
2	A smuggler who specializes in contraband goods and can help the character acquire rare or illegal items.
3	A disgraced former Scion alchemist trading information for gold to pursue illegal experiments. They're willing to sell untested brews or offer insight into local Scion developments.
4	A regular den visitor known as a loyal patron with ties to local criminal figures, capable of arranging introductions or passing along gossip.
5	A low-ranking Forsaken affiliate, interested in unusual information and discreet dealings, often seeking allies outside the faction's main ranks.
6	An operative of the Radiant Church gathering intel on the dens. They may be suspicious but could be a valuable ally if approached carefully.

Complications. Carousing in Luyarnha's Black Market dens often comes with complications, whether due to rivalries, miscommunications, or unfortunate reactions to the elixirs. Roll on the following table if you wish to introduce an additional complication.

Carousing Complications

D6	COMPLICATION
1	A local gang member takes offense at something the character said while they were under the influence, leading to a minor skirmish. The character loses up to 3d6 gp in the resulting scuffle.*
2	The character accidentally offends a high-ranking patron by misremembering their name. You have disadvantage on your next Charisma check involving Black Market contacts.
3	The character overspends on drinks and bribes and finds they're 5 gp short at the end of the night. They must repay this small debt to a minor crime figure.*
4	A misunderstood joke results in rumors about the character's identity spreading among the patrons. Someone now believes they're a notable figure in the Radiant Church.
5	One of the elixirs the character consumed was particularly potent, causing unusual side effects. The character suffers disadvantage on Intelligence checks and saving throws for the next 24 hours.
6	A contact the character thought they'd secured turns out to be unreliable or entirely uninterested, leaving them without the information or favor they hoped for.*

*Might involve a rival

Faction Points:

- **Success:** +3 Forsaken FP, -1 Radiant Church FP
- **Failure:** +1 Forsaken FP, -2 Radiant Church FP

(Failing to conceal your identity while dabbling in illicit trades draws more Church ire)

Craft a Manikin

The Scions occasionally permit trusted individuals to assist in the creation of a new manikin as a learning experience, an endeavor that requires precision, alchemical expertise, and a touch of ingenuity. This process involves assembling intricate components, infusing them with Scion-forged energy sources, and guiding the manikin's first moments of sentience. For those skilled enough to help, the experience offers valuable insights into the Scions' methods and a closer connection to the Constructs.

Resources. Participating in the creation of a manikin requires access to personal safety equipment, costing 15 gp to cover specialized tools, materials, and the energy cores needed for the infusion process. The activity demands five days of dedicated work under the supervision of a Scion scientist.

Resolution. At the end of the building process, the character makes three activity checks: Dexterity (tinker's tools), Intelligence (Arcana), and Charisma (Persuasion), which represent their effectiveness in assembling the manikin's frame, calibrating the alchemical and magical systems, and calming any initial confusion or panic the manikin may have. The DCs for these checks depend on the level of crafting difficulty chosen at the beginning of the activity:

- **Basic Model (DC 10):** A laborer or miner with minimal customization
- **Intermediate Model (DC 15):** A combat-oriented manikin or one with specialized tools
- **Advanced Model (DC 20):** A high-functioning manikin with unique features or abilities

For each successful check, the character gains a reward tied to their role in the project, as outlined in the Craft a Manikin Rewards table. Additionally, if the character succeeds on all three checks, they are given the honor of naming the manikin (at the GMs discretion).

Craft a Manikin Rewards

Tier	First Success	Second Success	Third Success
1	A *precision calibration toolset*. As an action, they can be used to grant a +1 bonus to the next check used with a set of tinker's tools. (7 uses)	A *repair kit module*. As an action, this module can be used to restore 2d6 + 2 hit points to a Construct. (2 uses)	A *manikin assistant prototype*. The MAP is a tiny manikin-shaped figure that provides advantage on any three tool checks before breaking apart.
2	A stack of *durability plating*: As an action, this plating can be used to grant a Construct 2d6 temporary hit points for 1 hour. (1 use)	A pair of *manikin sensor suite goggles*. While they are worn, the goggles can be activated as an action to gain advantage on Perception checks involving sight or sound for 1 hour. This property can be used three times before the goggles lose all magical properties and revert to a mundane object.	A *muscle-boost injector* that can be consumed as an action to gain a +1 bonus to Strength checks and saving throws for 24 hours.
3	An *arcane conduit shard*. As a bonus action, you can activate this shard, which grants you a +1 bonus to spell attack and damage rolls for 1 hour while you are holding it.	A *manikin core booster*: As an action, you can target a manikin or Construct within 30 feet of you. On the target's next turn, it can take an additional action. (1 use)	A set of *advanced tinker's toolset*. You have a +1 bonus to tinker's tools checks when you use this toolset. In addition, over the course of 10 minutes, this toolset can be used to repair a Construct and restore 1d6 hit points. Once used, this property of the toolset can't be used again until the next dawn.

Complications. Assisting in manikin creation is not without risks. The intricate and volatile nature of the process means even minor errors can lead to malfunctions or dangerous reactions. Components may misfire, energy cores can destabilize, or newly awakened manikins might behave unpredictably, creating significant challenges for those involved.

Craft a Manikin Complications

D6	Complication
1	A component malfunctions during assembly, causing a minor explosion. The character takes 1d6 fire damage and must salvage the part with a DC 12 Dexterity check or the DC of all subsequent activity checks is increased by 1.
2	The manikin's energy core destabilizes during infusion, releasing a pulse of energy. The character must succeed on a DC 13 Intelligence saving throw to stabilize it or suffer disadvantage on their next activity check.
3	The manikin resists its awakening, becoming erratic. The character must succeed on a DC 12 Charisma (Persuasion) check to calm it or risk it damaging the lab equipment, earning displeasure from the attendant Scion and losing 1 Scion FP.*
4	A rival Scion assistant sabotages a component, causing a delay. The character loses one day of progress and must spend an additional 5 gp on replacement materials.*
5	The character overexerts themself in the intricate work and must succeed on a DC 10 Constitution saving throw or gain one level of exhaustion at the end of the activity.
6	A flawed part is discovered mid-assembly. The character must succeed on a DC 12 Wisdom (Perception) check to identify an alternative or the DC of the next activity check is increased by 1.

* Might involve a rival

Faction Points:

- **Major Success (all checks):** +3 Scions FP, -1 Forsaken FP
- **Success (2 successful checks):** +2 Scions FP, -1 Forsaken FP
- **Failure:** +1 Scions FP, -2 Forsaken FP (Your involvement in building a manikin army that could be turned against the Forsaken builds their distrust.)

Fight in the Grand Colosseum

The Grand Colosseum in the Sanctified District offers a chance for fighters to test their mettle before a vast audience. Open monthly to the public, these brutal spectacles pit combatants against exotic beasts, Scourge-touched monstrosities, or skilled warriors in an arena soaked in blood and intrigue. Sponsored by the Radiant Church and the district's noble elite, these events promise fame, fortune, and potential favor from powerful figures. Yet, the risks are severe—not just from the physical battles but also from the machinations of nobles and the Grand Colosseum's shadowy underbelly.

Resources. To participate in the Grand Colosseum, characters must pay an entry fee of 10 gp plus 10 gp for each tier above the entry tier. The fee grants entry to three fights and covers access to the arena, minimal medical aid, and basic gear. Competitors must dedicate five days to preparation and combat. Between fights, they gather intelligence on their opponents, repair equipment, or recover from injuries.

• **Entry Tier:** Combat against beginner fighters or those seeking low-risk matches. Roll 1d4 on the Grand Colosseum Opponents table for each fight.

• **Intermediate Tier:** Combat against seasoned fighters with minor enhancements. Roll 1d4 + 1 on the Grand Colosseum Opponents table for each fight.

• **Advanced Tier:** Combat against the strongest challengers with heavy enhancements or experimental modifications. Roll 1d4 + 2 on the Grand Colosseum Opponents table for each fight.

Resolution. For each of the three fights, the character must make three activity checks: Strength (Athletics), Dexterity (Acrobatics), and Constitution. The DC of each check depends on the competition they face and is listed on the Grand Colosseum Opponents table. To win a fight, the character must succeed on two of the three checks.

For each fight the character wins, they earn a set amount of gold as listed on the Grand Colosseum Rewards table. If the character wins all three of their fights, they gain an additional reward as outlined in the table. When a character loses a fight, roll on the Grand Colosseum Complications table.

Grand Colosseum Opponents

D6	OPPONENT	DC
1	**Alchemy-Fueled Brawler.** A hulking fighter who uses alchemical serums for raw strength but risks collapse from exhaustion by the fight's end.	DC 10
2	**Scion-Enhanced Duelist.** A swift, agile opponent fitted with precision Scion prostheses, though they sometimes suffer from mechanical failures.	DC 12
3	**Manikin Fighter.** A combat manikin crafted and enhanced by the Scions with electrically charged fists.	DC 14
4	**Infected Bruiser.** A former inmate carrying a latent Scourge infection. Each hit they land risks spreading a mild taint.	DC 16
5	**Ironbound Survivor.** A fighter who survived the Scourge and now uses crude metal prostheses to mask the mutations beneath.	DC 18
6	**Jaeger Exile.** A skilled but embittered former Jaeger who relies on their hunting expertise, taking every fight as a chance to prove themselves.	DC 20

Grand Colosseum Rewards

TIER	PAY	ADDITIONAL REWARD
Entry Tier	10 gp	An alchemical injection, which can be used as an action to grant advantage on Strength or Dexterity (your choice) checks for 8 hours. The character also gains some minor influence with a local guild for favorable treatment in certain city areas.
Inter-mediate Tier	15 gp	Three *smoke powder bombs*. As an action, a bomb can be thrown up to 15 feet, where it creates a heavily obscured area in a 15-foot radius for 1 minute. The character also gains a small favor from a Grand Colosseum agent, granting access to valuable information for a limited time.
Advanced Tier	20 gp	An enchanted wristband. When the wearer attunes to this wristband, they gain a +2 bonus to AC for 24 hours, after which the wristband crumbles to dust. This wristband can only be rewarded once. Subsequent wins earn a *greater healing potion* instead. The character also earns an audience with the head of the Grand Colosseum and an invite to a private dinner with access to many high-ranking city officials.

Complications. The Grand Colosseum is often a staging ground for tensions between factions, personal rivalries, and the unpredictable nature of modified opponents.

Grand Colosseum Complications

D6	COMPLICATION
1	A pit attendant "misplaces" your payout, deducting up to 2d10 gp from your winnings. You'll need to follow up if you want to recover it.*
2	A sponsor notices your performance and offers a questionable tonic to improve your next match. Refusal sours their opinion of you; the next time you attempt a round of fights in the Grand Colosseum, the DC of all its activity checks increases by 1. A character that drinks the tonic has disadvantage on Wisdom checks and saving throws for 24 hours.*
3	You attract the attention of a minor rival in the arena who spreads rumors of you using outside help to win matches. The DC of your next three Grand Colosseum fights increases by 1 as the crowd heckles you during your matches.*
4	A pit official accuses you of cheap shots during the fight, docking 5 gp from your winnings as a "fine" for keeping his mouth shut. Failure to pay results in being barred from future fights.
5	Your last opponent is slower than expected to recover, and they openly blame you for their condition. This results in minor hostility from a group of their supporters whenever you're in the Black Market, who might jack up prices or be an overall nuisance.*
6	An injury from your last match forces you to pay an additional 5 gp in treatment fees.

* Might involve a rival

Faction Points:

This activity involves better rewards at the cost of no Faction Points.

Patrol with the Militia

The Radiant Order's Militia keeps Luyarnha's streets guarded against the nightly encroachments of the Scourge. Characters who join these patrols face encounters with mutated beasts, infiltrating horrors, and the ever-present threat of madness that lurks under the city's corrupted moons. Assisting the militia in this way allows characters to earn respect, a modest wage, and potential connections within the Radiant Church. However, these patrols are not without risk, and even seasoned militia members must steel themselves for the dangers of the night.

Resources. Patrols require each character to spend five days assisting the Radiant Militia. No specific resources are required beyond the character's equipment, but they must be prepared to face dangerous encounters in unpredictable circumstances.

Resolution. Roll on the Militia Patrol Encounters table to determine what the patrol stumbles across during the activity. Each encounter requires the character to make a DC 15 check to complete the scenario, with a success resulting in a -1 decrease in the DC of their end-of-patrol checks (see below), and a failure resulting in a +1 increase to the DC.

At the end of the patrol period, the character makes three activity checks: Strength (Athletics), Wisdom (Perception), and Charisma (Intimidation), which represent their effectiveness in handling threats, staying vigilant, and enforcing order among the citizens. The DCs for these checks depend on the level of patrol difficulty chosen at the beginning of the activity:

- **Standard Patrol:** DC 10 (daytime shifts and low-risk areas)
- **Night Patrol:** DC 15 (night shifts and areas where the Scourge is common)
- **Hazardous Patrol:** DC 20 (patrols during Eldritch Moons or heavily Scourge-infected areas)

For each successful activity check, the character receives a payout based on the patrol difficulty, as outlined in the Militia Patrol Rewards table. Success in two or more checks earns the character a positive reputation with the Radiant Militia, potentially opening doors to new Church-related opportunities. Success on all three activity checks grants the additional reward listed on the table.

Militia Patrol Rewards

Tier	Pay	Additional Reward
Standard Patrol	10 gp	A commendation token from the Radiant Church. Showing it grants advantage on Charisma checks with low-level Church officials.
Night Patrol	15 gp	The standard patrol reward plus a sanctified oil that can be applied once to a weapon to cause it to deal an extra 1 radiant damage for 1 hour. For the duration, the weapon is considered a magic weapon for the purpose of determining resistance.
Hazardous Patrol	20 gp	All lower tier patrol rewards plus the favor of a seasoned Militia sergeant (**veteran**) who respects their bravery. This contact can be approached for information on recent Scourge sightings, tactical advice, or even minor assistance.

Militia Patrol Encounters

D6	Description
1	The patrol encounters a pack of Scourge beasts drawn to the scent of blood. A successful Strength (Athletics) or Dexterity (Acrobatics) check allows the character to repel or defeat them, gaining respect among the militia.
2	An unhinged local suffering from nightmares begins shouting and thrashing wildly, drawing unwanted attention. With a successful Charisma (Persuasion) or Strength (Intimidation) check, the character can calm the local or remove them from the scene quietly.
3	The patrol catches a relic hunter attempting to steal a sacred item from a roadside shrine. Successfully addressing the situation with Charisma (Deception or Persuasion) or Wisdom (Insight) check affects the Church's perception of the character.
4	A crude, shambling effigy animated by unknown forces staggers through the streets, disturbing residents. A successful Charisma (Performance) or Intelligence (Arcana) check to calm the crowd or dispel the effigy's unsettling effect reassures witnesses.
5	An exhausted Jaeger on edge reacts with suspicion and aggression when approached by the patrol. A successful Charisma (Persuasion) or Wisdom (Insight) check can calm the Jaeger, reflecting well on the character's credibility among hunters.
6	A lone Scion operative interrupts the patrol, insisting on a specific course of action that serves their own agenda. Choosing to follow orders or exercising discretion with a successful Wisdom (Perception) or Intelligence (Investigation) check affects how the patrol views the character's judgment.

Complications. Patrolling the streets of Luyarnha carries inherent risks, from unwanted attention to dangerous encounters. Roll on the Militia Patrol Complications table for potential situations that can arise from each patrol period.

Militia Patrol Complications

D6	COMPLICATION
1	A local merchant accuses you of scaring off their customers during a patrol, reducing your payout by half (rounded down) due to lost earnings.
2	You accidentally insult a testy Church official with improper etiquette while reporting in, resulting in a minor reprimand. You have disadvantage on your next Charisma (Persuasion) check with the Church.*
3	A patrol encounter leaves you slightly injured; you take 1d6 bludgeoning damage from a scuffle that escalated unexpectedly.
4	Your zeal attracts the suspicion of a seasoned Jaeger who thinks you're overstepping. They shadow you during your next patrol shift, watching for any mistakes.*
5	A shift commander fails to provide clear orders, resulting in confusion. You end up spending an extra hour on patrol without additional pay.
6	An altercation with a local troublemaker escalates, drawing unnecessary attention to your presence.*

* Might involve a rival

Faction Points:

- **Major Success (all checks):** +3 Radiant Church FP, -1 Forsaken FP
- **Success (2 successful checks):** +2 Radiant Church FP, -1 Forsaken FP
- **Failure:** +1 Radiant Church FP, -2 Forsaken FP (incompetent enforcement angers rebels more)

Rescue Refugees

The Ruby District has been heavily quarantined by the Radiant Church due to its proximity to outbreaks of the Scourge. The district is a place of desperation for many who remain trapped within its boundaries, with only the Forsaken seemingly taking a stance against the Church. However, while the rebel faction projects the appearance of "fighting for the people," their desire for power and tearing down the nobles often takes precedence over any humanitarian goals. Under the guise of rescuing refugees, some of the Forsaken smuggle drugs, weapons, and individuals wanted for terrorist activities from the quarantined district. For characters willing to aid, the Forsaken offer an opportunity to assist in their clandestine activities. This highly illegal and dangerous smuggling involves navigating Church patrols, arranging safe routes, and maintaining secrecy. Success may earn the party the trust of the Forsaken and the gratitude of those they save, but it also risks putting them at odds with the Church.

Resources. This activity requires a 10 gp fee per character to cover bribes, forged documents, safehouse fees, and basic supplies for the refugees. Characters must also dedicate five days to the operation, coordinating with Forsaken contacts, mapping safe routes, and preparing for potential encounters with Militia patrols.

Resolution. Roll on the Ruby District Refugees Encounters table to determine what the party encounters during the activity. After completing the operation, the character makes three activity checks to determine their success: Dexterity (Stealth), Wisdom (Insight), and Charisma (Deception), each representing critical stages of the operation—evading Church patrols, gauging safe routes, and misleading any pursuers. The DC of each check depends on the level of Church presence in the extraction zone:

- **Low Surveillance:** DC 10 (less guarded sections of the district)
- **Moderate Surveillance:** DC 15 (Militia patrols present at checkpoints)
- **High Surveillance:** DC 20 (heavily monitored gates and streets)

For each successful activity check, the character earns a reward from the Forsaken based on the surveillance level, as outlined in the Ruby District Refugees Rewards table. On two or more successes, they earn an additional reward, and they gain +1 Forsaken FP. On a failure, roll on the Ruby District Refugees Complications table to determine the repercussions the character faces.

Rescue Refugees Rewards

Security Level	Pay (On Success)	Additional Reward
Standard Patrol	10 gp	A small, discreet token symbolizing an alliance with the Forsaken. For the next week, showing it grants a +1 bonus on Charisma checks when dealing with Forsaken sympathizers in the city.
Night Patrol	20 gp	Knowledge of an underground safe house (modest accommodations) in the city that the character can use for one week, allowing for stealthy travel that avoids Church patrols.
High Surveillance	30 gp	A specialized disguise kit containing forged documents and advanced prostheses that can be used to create a disguise on par with a *disguise self* spell, though it isn't an illusion. This kit can be used three times.

Rescue Refugees Encounters

D6	Encounter
1	One of the refugees sustains an injury and struggles to keep up. The character must make a DC 15 Strength (Athletics) check to carry or assist them. Success allows the group to continue without delay, while failure imposes a minor delay, increasing the DC of the character's next activity check by 1.
2	A Militia patrol eyes the group suspiciously, approaching to question them. The character must make a DC 15 Charisma (Deception) check to maintain their cover and subtly redirect the patrol's attention. On a success, the patrol allows the group to pass unimpeded. On a failure, their papers are begrudgingly accepted but the suspicion increases the DC of the character's next activity check by 1.
3	Signs of recent Radiant Church activity have compromised a designated safehouse. The character must quickly locate an alternative hiding spot by making a DC 15 Wisdom (Perception) check. Success keeps the refugees safe, while failure forces the group to stay in the open longer, increasing the DC of the character's next activity check by 1.
4	A Forsaken contact assisting the operation is detained by Church authorities. The character can attempt a DC 15 Dexterity (Stealth) check to extricate the agent without drawing attention. Success frees the agent without issue, while failure increases the DC of the character's next activity check by 1 due to the added risk of exposure.
5	Supplies are running low, causing the group to ration food and water. The character must make a DC 15 Wisdom (Survival) check to manage supplies effectively. Success prevents any issues, while failure leaves some refugees visibly weakened, increasing the DC of the character's next activity check by 1.
6	A smuggler is overcome with fear and begins to panic, potentially drawing attention. The character must calm them quietly using a DC 15 Charisma (Persuasion) check. Success restores composure, while failure results in lingering unease, increasing the DC of the character's next activity check by 1.

Complications. Working with the Forsaken to smuggle refugees is risky and may lead to exposure, Church suspicion, or lasting consequences. Roll on the Rescue Refugees Complications table to determine possible outcomes from the operation.

Rescue Refugees Complications

D6	Complication
1	A Church informant recognizes the character's face, spreading rumors of their involvement. The character has disadvantage on Charisma checks with Church officials until they redeem themselves by gaining 1 Radiant Church FP.*
2	A refugee stumbles and tears their coat, dropping vials of drugs that they quickly regather and stuff back into their pockets. A search of the group reveals they are being used as mules, but any attempts to interfere with the smuggling results in a -1 loss of Forsaken FP.
3	After making their way out of the Ruby District, a refugee suddenly stops at a wanted poster plastered to a wall. The face is theirs, and they are wanted for heinous acts of murder and depravity. If questioned, they use a smoke grenade (see page XX) to escape into the city.*
4	The character learns that the Radiant Church is aware of the Forsaken's smuggling activities, leading to heightened security. The DC of future rescue operations within the city increases by 1 for the next 30 days.
5	One of the character's contacts betrays the characters, alerting the Church in exchange for immunity. The character gains disadvantage on Charisma checks with both Church and Forsaken agents until they can repair their standing.*
6	As the group makes their way through a shadowed alley, a Militia patrol suddenly appears. The refugees pull hidden grenades from beneath their cloaks, using them to tear apart the patrol before the character can react. Shrapnel bounces off the alley walls, and the character suffers slashing damage equal to half their maximum hit points.

*Might involve a rival

Faction Points:

- **Major Success (all checks):** +3 Forsaken FP, -1 Radiant Church FP
- **Success (2 successful checks):** +2 Forsaken FP, -1 Radiant Church FP
- **Failure:** +1 Forsaken FP, -2 Radiant Church FP (messy attempts draw more Church attention)

Study a Scion-Sponsored Lecture

The Scions periodically hold open lectures for those who wish to expand their understanding of the scientific and alchemical arts. These sessions cover advanced, often unsettling topics—from anatomical experimentation to the hybridization of living and mechanical elements. Participants brave enough to attend these lectures gain a glimpse into cutting-edge theories and techniques, but the material is rigorous and not without personal risk.

Resources. Attending a Scion lecture requires a 10 gp fee, covering entry, lecture materials, and minor equipment for demonstrations. Characters must commit five days to the activity, attending sessions and performing guided study under the Scions' instruction.

Resolution. Roll on the Scion Lecture Topics table to determine the subject of the Scion lecture. Each topic grants unique knowledge and potential insights. At the end of the study period, the character must make both an Intelligence (Arcana) and Intelligence (Investigation) activity check to determine how well they grasped the content. The DC of these checks depends on the depth of knowledge sought:

- **Basic Insight:** DC 10 (fundamental anatomy, introductory alchemical reactions)
- **Advanced Theory:** DC 15 (transmutation techniques, hybrid constructs)
- **Specialized Knowledge:** DC 20 (bio-alchemical augmentation, trauma resistance mechanisms)

If the character succeeds on only one check, they struggle to comprehend the entire lecture and only grasp the knowledge to apply the first listed ability and skill check combination to their reward, as determined on the Scion Lecture Rewards table. If the character succeeds on both checks, they understand the lecture fully and can apply both ability and skill check combination to their reward. For each failure, roll on the Scion Lecture Complications table to determine a setback the character experiences. A failure on both checks indicates misinterpretation or difficulty comprehending the material, and the character ends the lecture without any reward.

Scion Lecture Topics

D6	Lecture Topic	Description	Skills & Abilities Addressed
1	Morphic Alchemy	Studies on formulas that alter physical structure, either temporarily or permanently. Characters gain knowledge of minor transformations and how they impact anatomy.	Intelligence (Arcana), Wisdom (Nature)
2	Automaton Synthesis	Explores principles behind the creation of mechanical servants and quasi-living constructs. Characters gain insights into repairs or basic understanding of these entities.	Intelligence (Investigation), Dexterity (Sleight of Hand)
3	Prosthetic Adaptation	Details in-depth designs for combat and utility-based prostheses. Characters gain knowledge on handling prostheses or understanding their unique features.	Intelligence (Medicine), Strength (Athletics)
4	The Scourge's Biology	A rigorous study of the Scourge's influence on physical and mental states. Characters learn signs of Scourge effects and gain basic knowledge on countermeasures.	Intelligence (Nature), Wisdom (Perception)
5	Experimental Weaponry	Analyzes weapons that blend alchemical reactions with mechanical components. Characters gain familiarity with modified weapon types and potential hazards of using them.	Dexterity (Sleight of Hand), Strength (Athletics)
6	Mental Fortitude Technique	Explores the resilience of the mind under extreme pressure. Characters learn methods to resist mental strain, though the study itself may leave them temporarily unsettled.	Wisdom (Insight), Charisma (Intimidation)

Scion Lecture Rewards Table

Tier	Reward
Basic Insight	A single-use alchemical concoction that, when consumed, grants advantage on the next ability or skill check based on the lecture's topic made in the next minute.
Advanced Theory	A temporary enhancement elixir that, when consumed, grants a +1 bonus to ability checks and saving throws of the ability scores related to the lecture's topic for 1 minute. The drinker also has advantage on the relevant skill checks for the same duration.
Specialized Knowledge	A Scion prototype machine that attaches onto the character and uses alchemy and electricity to artificially enhance their body. The machine has 3 charges, and it crumbles to dust after the last charge is used. As an action, you can expend a charge to activate the machine, gaining advantage on the next ability check or saving throw you make of the ability scores related to the lecture's topic within the next minute.

Complications. Scion lectures, with their intense demonstrations and often grotesque subject matter, can lead to complications. Roll on the Scion Lecture Complications table below for possible side effects or incidents that might arise during study.

Scion Lecture Complications

D6	COMPLICATION
1	A complex formula stumps you, leading to a minor embarrassment. For the next week, your next Charisma check with a Scion member has disadvantage.
2	You accidentally mishandle a corrosive reagent, suffering a minor burn and taking 1d4 acid damage.
3	A rival student disrupts the lecture by challenging your understanding. You have disadvantage on your next ability check involving that student.*
4	A lecture demonstration explodes unexpectedly, startling you and leaving you shaken. For the next week, your next Intelligence check has a -2 penalty.
5	You're accused of pocketing a lecture instrument and are fined 5 gp to resolve the matter.
6	Troubling dreams of the lecture's content disturb your sleep, and you take 1d4 psychic damage after you wake.

Faction Points:

- **Major Success (all checks):** +3 Scions FP, -1 Radiant Church FP
- **Success (2 successful checks):** +2 Scions FP, -1 Radiant Church FP
- **Failure:** +1 Scions FP, -2 Radiant Church FP (Church dislikes visible interest in "heretical" knowledge)

Volunteer at a Local Hospital

Luyarnha's hospitals are filled to capacity, with citizens suffering from Scourge attacks, accidents, and other afflictions. Volunteers from all factions and walks of life provide crucial support to the overwhelmed staff, assisting with treatments, managing supplies, and providing comfort to the distressed. Characters who lend their skills to these hospitals gain unique experience, gratitude, and possible connections with all factions. After completing Chapter 1: The Cursed Convoy, the characters may also volunteer at the Elysium Baths—a bathhouse converted into a high-stress field hospital—where they can be exposed to more complex cases.

Resources. This activity requires no monetary cost, but characters must dedicate five days to hospital work, following the lead of staff, and aiding in a wide range of tasks. Volunteering at the Elysium Baths offers unique challenges for those experienced in dealing with Scourge-related issues.

Resolution. Roll on the Hospital Encounters table to determine the significant scenario that occurs during the character's time volunteering. Each encounter requires the character to make a relevant check with a DC of 15, with a failure resulting in a potentially more difficult time spent throughout their time in the hospital. After five days, the character makes three activity checks: Intelligence (Medicine), Wisdom (Insight), and Charisma (Persuasion), representing their effectiveness in different aspects of their service. The DC of each of these checks depends on the hospital level chosen:

- **Elysium Bath:** DC 13 (field infirmary with common injuries)
- **Advanced Hospital:** DC 15 (more severe cases, some Scourge-related issues)
- **Grand Cathedral:** DC 18 (advanced Scourge cases, complex trauma recovery)

Each successful check yields additional rewards based on the Hospital Rewards table, such as a token of appreciation from the staff or a particularly grateful patient. On a failure, roll on the Hospital Complications table to determine the repercussions of the character's mistakes while trying to help.

Hospital Encounters

D6	Encounter
1	A patient suffering from Scourge-induced nightmares becomes violent. The character must make a Charisma (Persuasion) check to calm them. On a success, the DC of the next activity check decreases by 1. On a failure, the character is distracted, increasing their next activity check DC by 1.
2	A senior Scion alchemist is on the verge of collapse, making serious errors. The character must make an Intelligence (Medicine) check to step in and correct their mistakes. On a success, the DC of the next activity check decreases by 1. On a failure, the character makes a poor decision and angers the alchemist, increasing their next activity check DC by 1.
3	A distraught relative demands updates, slowing the character's work. The character can ease their worry with a Wisdom (Insight) check, preventing disruption on a success. On a failure, the DC of their next activity check increases by 1.
4	A patient showing new Scourge symptoms provides valuable insight. The character must make an Intelligence (Investigation) check to study the symptoms. On a success, the DC of the next activity check decreases by 1. On a failure, the character is unsettled, increasing the DC of their next activity check by 1.
5	Critical supplies run low, requiring careful rationing. The character must make a Wisdom (Survival) check to manage resources effectively. On a success, they successfully manage the resources. On a failure, the DC of all remaining activity checks increases by 1 due to limited resources.
6	One of the Sisters of the Radiant Church, noticing the character's dedication, quietly bestows a blessing. This grants the character advantage on their next activity check during this activity, representing divine guidance and support.

Complications. Hospital work in Luyarnha is demanding, and even small errors can have repercussions.

Hospital Complications

D6	Complications
1	The intensity of the hospital work takes a toll. The character must succeed on a Constitution saving throw or gain 1 level of exhaustion.
2	A fellow volunteer questions your methods, making it difficult to gain the trust of other staff members. For the next week, you have disadvantage on your next Charisma (Persuasion) check involving hospital personnel.*
3	After tending to an infected wound, you contract a minor infection. You must succeed on a DC 13 Constitution saving throw or have disadvantage on Constitution saving throws until you finish a long rest as you fend off a fever.
4	While treating a Scourge-afflicted patient, you witness a minor mutation or unsettling affliction. You must succeed on a DC 12 Wisdom saving throw or have disadvantage on Wisdom checks until you finish a long rest as the experience haunts you.
5	A mix-up in patient records causes you to misdiagnose a patient's condition, resulting in a reprimand from senior staff. For the next week, you have disadvantage on your next Wisdom check with hospital staff.*
6	While tending to a patient, traces of Scourge corruption affect you. You must succeed on a DC 12 Wisdom saving throw or gain a short-term madness for 1 week.

*Might involve a rival

Hospital Rewards

Hospital Level	First Success	Second Success	Third Success
Elysium Bath	A week's worth of high-quality rations and provisions.	A single use medicinal poultice that, when applied as an action, heals 1d4 + 1 hit points.	A small token from a grateful family. The token can be presented once, granting advantage on a Charisma (Persuasion) check with a local citizen.
Advanced Hospital	A letter of commendation from a respected doctor or local family. This letter can be presented to local vendors or allies and grants a +1 bonus on Charisma (Persuasion) checks when dealing with Luyarnha citizens.	A vial of salve that, when applied, grants advantage on saving throws against disease and a +1 bonus to Constitution checks and saving throws for 24 hours.	A small charm that, when worn, grants a +1 bonus to Wisdom saving throws for 24 hours, after which it loses all magical properties.
Grand Cathedral	A healer's kit filled with basic but high-quality supplies from the hospital. The kit has three additional uses compared to a standard kit and grants a +1 bonus on Wisdom (Medicine) checks when used.	A treated bandage that, when applied as an action, heals 1d4 + 2 hit points and grants resistance to necrotic damage for 24 hours.	A serum that, when consumed, grants 3 temporary hit points at dawn each day for the next 3 days.

Faction Points:

- **Major Success (all checks)**: Additional +1 to a chosen faction
- **Success (2 successful checks)**: +1 to all factions
- **Failure**: -1 to a faction of the GM's choice

FACTION WARES

Throughout their time in Luyarnha, characters have the opportunity to align with one of three powerful factions: the Radiant Church, the Forsaken, or the Scions. These factions offer unique resources, facilities, and services to those who earn their favor, including restricted items, specialized services, and exclusive assistance. By completing missions, aiding faction members, or acting in ways that support faction goals, characters gain Faction Points (FP; see "Faction Reputation", page XX), representing their growing trust and influence within the faction.

As characters accumulate FP, they unlock access to each faction's wares. Lower FP levels grant access to basic facilities, like healing, safehouses, and minor supplies, while higher FP levels provide powerful tools and privileges: faction-specific consumables, enhanced weaponry, potent concoctions, and even assistance from trained NPCs unique to that faction. Loyalty to a faction opens doors to valuable assets that can't be acquired through other means.

Guidelines for Rewards

The tables below are intended as guidelines to help you determine the rewards and services factions offer at each FP level. However, you are encouraged to adapt these rewards to suit your specific campaign. You may include more thematic or unique items, such as weapons, consumables, or equipment from Steinhardt's Guide to the Eldritch Hunt, or alter the tables to better suit your characters' needs.

Radiant Church Wares

The Radiant Church is dedicated to purging Luyarnha of corruption and keeping the Scourge at bay. As characters gain favor with the Church, they gain access to protective equipment, blessed items, and powerful allies within the organization.

FP Required	Radiant Church Benefits
5 FP	A character can visit any Church sanctuary for minor healing services, receiving up to 5 hit points restored daily, and can access private prayer rooms. Church safehouses offer rest and provisions within the city.
10 FP	Purchase *holy water* vials (10 gp), *radiant salves* (5 gp; after applying to a weapon, it deals an extra 1 radiant damage on a hit for 1 hour), and *consecrated charms* (15 gp; while wearing, can activate using an action to gain resistance to necrotic damage for 1 hour).
20 FP	Gain an **acolyte** as a temporary ally, who provides basic healing and guidance. Access Church prayer rituals, which offers a blessing once per day that grants advantage on Wisdom saving throws for 24 hours.
30 FP	Purchase silvered weapons (25 gp), or holy symbols inscribed with protective runes (30 gp) that allow a one-time use of *protection from evil and good*.
40 FP	Access consumable relics, such as *radiant shield tokens* (15 gp; while holding, can activate using a reaction to reduce incoming damage received by 2d6, crumbles to dust after use) and *vials of consecrated oil* (30 gp; when consumed, grants resistance to necrotic damage for 8 hours).
50 FP	Request limited assistance from a **hunter** for one dangerous mission per month. The character also gains access to restricted Church sanctums, where they can receive advanced blessings, such as *protection from poison* or *remove curse*, once per week.

Forsaken Wares

The Forsaken are rebels operating in the shadows of Luyarnha, helping the oppressed and undermining the Church's authoritarian control. Those who align with the Forsaken gain access to outlawed items, survival gear, and covert assistance from skilled operatives.

FP Required	Forsaken Benefits
5 FP	Forsaken-operated safehouses throughout the city offer characters a place to hide from Church patrols. Safehouses are equipped with basic provisions, disguise materials, and beds for rest.
10 FP	Purchase *smoke bombs* (10 gp; throw up to 30 feet away as an action to create a heavily obscured area in a 15-foot radius for 1 minute), *cloaks of shadow* (15 gp; while wearing, can activate as a bonus action to gain +1 to Stealth checks for 24 hours, crumbles to dust after duration or if removed), and *false identity papers* (20 gp; hand over to gain a one time +2 bonus to Charisma checks to deceive a Church/Militia member).
20 FP	Gain a Forsaken **scout** as a temporary ally, trained in stealth and reconnaissance. The scout can provide backup on infiltration missions, gather intelligence, and create distractions.
30 FP	Access Black Market items, including *poison vials* (25 gp; after applying to a weapon as an action, the weapon deals an extra 2d4 poison damage for 1 hour), *numbing tinctures* (15 gp; consume to gain 2d4 temporary hit points), and *master lockpicking tools* (100 gp; grants a +1 bonus on Dexterity checks to pick locks).
40 FP	Obtain *silenced crossbows* (40 gp; this hand crossbow has 3 charges and regains all charges daily at dawn, and you can use a bonus action to expend a charge to enhance the next bolt fired so that the target falls under the effects of a *silence* spell until the end of its next turn), *hidden blades* (30 gp; concealed on person and undetectable without a successful DC 15 Wisdom (Perception) check), and *barbed arrows* (25 gp; deals an extra 1d6 piercing damage at the start of the target's next turn as the wound bleeds profusely).
50 FP	Request the aid of a Forsaken **veteran** for a high-stakes mission once per month. The Forsaken also grants access to high-level safehouses equipped with alchemical supplies and training facilities, allowing a character to gain advantage on Stealth or Sleight of Hand checks for 24 hours after training.

Scions Wares

The Scions pursue knowledge through dark sciences and alchemical experimentation. Those who ally with the Scions gain access to powerful alchemical concoctions, experimental weapon modifications, and insights into arcane lore and Scourge research.

FP Required	Scion Benefits
5 FP	Gain entry to Scion labs, equipped with alchemical tools and scholarly tomes, and have access to basic alchemical reagents for experiments and a limited study of Scourge-related documents. Potions made in these labs have their effects or duration (your choice) doubled.
10 FP	Purchase *elixirs of stamina* (15 gp; when consumed, grants advantage on Constitution checks for 1 hour), *potions of lightning resistance* (20 gp; when consumed, grants resistance to lightning damage for 1 hour), and *rejuvenating draughts* (15 gp; when consumed, restores 1d6 hit points and removes 1 level of exhaustion).
20 FP	Gain a Scion apprentice (**cult fanatic**) as a temporary assistant. The apprentice can help with minor alchemical procedures, administer healing, or assist in field experiments.
30 FP	Access weapons enhanced with experimental effects, such as *acid-coated daggers* (20 gp; can be activated on a hit as a bonus action to deal an extra 1d10 acid damage. Once used, this property can't be used again until the next dawn), *electrically charged maces* (30 gp; can be activated on a hit as a bonus action to deal an extra 1d12 lightning damage. Once used, this property can't be used again until the next dawn), and *flame grenades* (25 gp; can be thrown up to 60 feet as an action, igniting in a 10-foot radius sphere. Each creature in the area must make a DC 13 Dexterity saving throw, taking 2d6 fire damage on a failed save, or half as much damage on a successful one).
40 FP	Obtain high-end alchemical concoctions, like *potion of invisibility* (40 gp; lasts 1 minute), *night vision elixirs* (25 gp; when consumed, grants darkvision for 1 hour), and *rejuvenation serums* (60 gp; when consumed, restores 1d4 + 2 hit points and removes one disease or condition as per the *lesser restoration* spell).
50 FP	Access to rare and forbidden tomes, granting the party the chance to research any topic for 24 hours with advantage on checks made to discover information and doubling the amount of information found (if available). The party can request the aid of a **razorblade bitzer** for a high-stakes mission once per month.